

1 Claims 1-16 (canceled)

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3 17. (currently amended): In a computer system having a source computer and
4 a destination computer having a clock that regulates timing of activities at the destination
5 computer, a method comprising the steps of:

6 providing a logical structure for encapsulating multiple streams of data; wherein:

7 said streams of data are being stored in packets; and

8 the logical structure holds a field for a maximum packet size and a field
9 for a minimum packet size;

10 storing clock licenses that dictate advancement of a clock in multiple ones of the
11 packets;

12 transmitting the logical structure from the source computer to the destination
13 computer; and

14 for each packet that holds a clock license, advancing the clock at the destination
15 computer as dictated by the clock license in response to receiving the packet at the
16 destination computer.

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19 18. (previously amended): The method of claim 43 wherein each clock license
20 includes a time value to which the clock at the destination computer is to be advanced.

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22 19. (original): The method of claim 18 wherein each clock license
23 includes an expiration time after which the clock license is invalid.

1 Claims 20-36 (canceled)

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3 37. (currently amended): In a computer system, a computer-readable storage
4 medium holding a logical structure that encapsulates components comprising:
5 multiple streams of data wherein the streams of data are stored in packets;
6 clock licenses that each dictate advancement of a clock that regulates rendering of
7 the data in the packets; and
8 a field in the logical structure for holding a value that specifies a maximum
9 bit rate at which the multiple streams of data may be rendered.

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11 38. (previously amended): The computer-readable storage medium of claim 53
12 wherein each clock license includes a time value to which the clock at the destination
13 computer is to be advanced.

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16 39. (original): The computer-readable storage medium of claim 38
17 wherein each clock license includes an expiration time after which the clock license is
18 invalid.

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20 Claims 40-41 (canceled)

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22 42. (currently amended): A data processing system comprising:
23 a source computer with a storage;

1 a logical structure stored in the storage for encapsulating multiple data streams,
2 data from said data streams being incorporated in packets, wherein:

3 the data stored in the packets are of a new media type;

4 the logical structure stores an identifier for the new media type; and

5 the identifier can be used to determine a renderer to use to render data of
6 new media type;

7 a clock license being encapsulated into at least one packet for advancing a clock at
8 a destination when processed at the destination.

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10 43. (currently amended): In a computer system having a source computer and
11 a destination computer having a clock that regulates timing of activities at the destination
12 computer, a method comprising the steps of:

13 providing a logical structure for encapsulating multiple streams of data, said
14 streams of data being stored in packets, by:

15 storing samples of data from multiple data streams in the packets;

16 storing replicas of information in at least some of the packets;

17 storing error correcting data in the at least some of the packets, wherein
18 the error correcting data identifies an error correcting method for the at least some
19 of the packets;

20 setting a flag in the packets that hold the replicas;

21 storing in the logical structure a field for a maximum packet size and a
22 field for a minimum packet size; and

1 encapsulating the packets into the logical structure, wherein at least some
2 of the packets hold the replicas;

3 storing clock licenses that dictate advancement of a clock in multiple ones of the
4 packets;

5 transmitting the packets of the logical structure on a packet-by-packet basis over a
6 packet switched network from the source computer to the destination computer; and

7 for each packet that holds a clock license, advancing the clock at the destination
8 computer as dictated by the clock license in response to receiving the packet at the
9 destination computer.

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11 44. (previously added): The method as defined in Claim 43, wherein the
12 replicas of information hold property information regarding the samples of data.

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14 45. (previously added): The method of claim 43 wherein portions of a
15 sample are stored in selected packets and a replica of property information regarding the
16 sample is stored in each packet in which a portion of the sample is stored.

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19 46. (previously added): The method of claim 43, further comprising the step
20 of examining one of the replicas of information at the destination computer when one of
21 the packets is lost during the transmitting.

1 47. (previously added): The method of claim 43, further comprising using
2 the error correcting data in the at least some of the packets to correct an error when the
3 transmitted logical structure is received at the destination.

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5 48. (previously added): The method of claim 43, wherein:
6 the logical structure includes a header section and a data section; and
7 the error correcting data is stored in multiple packets in the data section.

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9 49. (previously added): The method of claim 48, wherein information in the
10 header section of the logical structure indicates what error correcting methodology is used
11 with the error correcting data stored in the multiple packets in the data section.

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13 50. (previously added): The method of Claim 48, wherein the header section
14 holds information regarding multiple error correcting methods.

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17 51. (previously added): The method of claim 43, wherein the error correcting
18 data identifies one of a plurality of error correcting methods.

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20 52. (previously added): The method of claim 43, wherein the error correcting
21 data holds parity bits.

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23 53. (currently amended): In a computer system, a computer-readable storage
24 medium holding a logical structure that encapsulates components comprising:
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multiple streams of data wherein the streams of data are stored in packets;
1
a field in the logical structure that holds a value that specifies a maximum bit rate
2
at which the multiple streams of data may be rendered; and
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clock licenses that each dictate advancement of a clock that regulates rendering of
4
the data in the packets, wherein:
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the streams of data stored in the packets are samples of data from multiple
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data streams in packets for transmission on a packet-by-packet basis over a packet
7
switched network;

replicas of information are stored in at least some of the packets;
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error correcting data is stored in the at least some of the packets;
10
the error correcting data identifies an error correcting method for the at
11
least some of the packets; and
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a flag is stored in each said packet that holds the replicas.

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54. (previously added): The computer-readable storage medium of claim 53
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wherein portions of a sample are stored in selected packets and a replica of property
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information regarding the sample is stored in each packet in which a portion of the
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sample is stored.
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55. (previously added): The computer-readable storage medium as defined
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in claim 53, wherein:

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the logical structure includes a header section and a data section, and
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the error correcting data is stored in multiple packets in the data section.
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2 56. (previously added): The computer-readable storage medium as defined
3 in claim 55, wherein the information in the header section of the logical structure
4 indicates what error correcting methodology is used with the error correcting data stored
5 in the multiple packets in the data section.

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7 57. (previously added): The computer-readable storage medium as defined in
8 claim 56, wherein the header section holds information regarding multiple error
9 correcting methods.

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11 58. (previously added): The computer-readable storage medium as defined
12 in claim 53, wherein the error correcting data identifies a plurality of error correcting
13 methods.

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16 59. (previously added): The computer-readable storage medium as defined
17 in claim 53, wherein the error correcting data holds parity bits.

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19 60. (currently amended): A data processing system comprising:
20 a source computer with a storage;
21 a logical structure stored in the storage for encapsulating multiple data streams,
22 data from said data streams being of a new media type and incorporated in packets,
23 wherein the logical structure includes an identifier of the new media type from which a
24 renderer can be determined to render the data of the new media type; and

1 a clock license being encapsulated into at least one packet for advancing a clock at
2 a destination when processed at the destination, wherein:

3 the streams of data stored in the packets are samples of data from multiple
4 data streams in the packets for transmission on a packet-by-packet basis over a
5 packet switched network;

6 replicas of information are stored in at least some of the packets;

7 error correcting data is stored in the at least some of the packets;

8 the error correcting data identifies an error correcting method for the at
9 least some of the packets; and

10 a flag is stored in each said packet that holds the replicas.

12 61. (currently amended): A data processing system comprising:

13 a source computer with a storage;

15 a logical structure stored in the storage for encapsulating multiple data streams,

16 wherein:

17 the data from said data streams is being incorporated in packets; and

18 the multiple streams of data in the logical structure are Active Stream

19 Format (ASF) data streams; and

20 a clock license being encapsulated into at least one packet for advancing a clock at
21 a destination when processed at the destination, wherein portions of a sample are stored
22 in selected packets and a replica of property information regarding the sample is stored in
23 each packet in which a portion of the sample is stored.

1 62. (previously amended): The data processing system as defined in
2 claim 60, wherein:

3 the logical structure includes a header section and a data section, and
4 the error correcting data is stored in multiple packets in the data section.

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6 63. (previously added): The data processing system as defined in claim 62,
7 wherein information in the header section of the logical structure indicates what error
8 correcting methodology is used with the error correcting data stored in the multiple
9 packets in the data section.

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11 64. (previously added): The data processing system as defined in claim 63,
12 wherein the header section holds information regarding multiple error correcting
13 methods.

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16 65. (previously amended): The data processing system as defined in claim 60,
17 wherein the error correcting data identifies a plurality of error correcting methods.

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19 66. (previously amended): The data processing system as defined in claim 60,
20 wherein the error correcting data holds parity bits.

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22 67. (new): The method as defined in Claim 17, wherein the multiple streams
23 of data in the logical structure are Active Stream Format (ASF) data streams.

1 68. (new): The method as defined in Claim 17, wherein the logical structure
2 holds a field for a maximum bit rate at which the multiple streams of data may be
3 rendered at the destination.

4
5 69. (new): The method as defined in Claim 17, wherein:

6 the logical structure holds a field for a new media type; and

7 the method further comprises:

8 accessing the field that identifies the new media type, upon receipt of the logical
9 structure by the destination computer to determine a renderer to use to render data of new
10 media type.

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12 70. (new): The computer-readable storage medium as defined in Claim 37,
13 wherein the logical structure that encapsulates components further comprises a maximum
14 packet size and a minimum packet size

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17 71. (new): The computer-readable storage medium as defined in Claim 37,
18 wherein the multiple streams of data in the logical structure are Active Stream Format
19 (ASF) data streams.

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21 72. (new): The computer-readable storage medium as defined in Claim 37,
22 wherein:

23 the streams of data stored in packets are of a new media type; and

1 the new media type can be used to determine a renderer to use to render data of
2 new media type.
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4 73. (new): The data processing system as defined in Claim 42, wherein the
5 logical structure holds a field for a maximum packet size and a field for a minimum
6 packet size.
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8 74. (new): The data processing system as defined in Claim 42, wherein the
9 multiple streams of data in the logical structure are Active Stream Format (ASF) data
10 streams.
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12 75. (new): The data processing system as defined in Claim 42, wherein the
13 logical structure holds a value that specifies a maximum bit rate at which the multiple
14 streams of data may be rendered.
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17 76. (new): The method as defined in Claim 43, wherein the multiple streams
18 of data in the logical structure are Active Stream Format (ASF) data streams.
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20 77. (new): The method as defined in Claim 43, further comprising including a
21 field in the logical structure for holding a value that specifies a maximum bit rate at
22 which the multiple streams of data may be rendered at the destination computer.
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25 78. (new): The method as defined in Claim 43, wherein further comprising:

1 dynamically defining a new media type for a stream format of the multiple
2 streams of data;

3 storing in the logical structure an identifier of the new media type that adopts the
4 stream format; and

5 accessing, at the destination computer, the identifier of the new media type to
6 identify a renderer to use to render data of new media type.

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8 79. (new): The computer-readable storage medium as defined in Claim 53,
9 wherein the logical structure that encapsulates components further comprises a field for a
10 maximum packet size and a field for a minimum packet size.

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12 80. (new): The computer-readable storage medium as defined in Claim 53,
13 wherein the multiple streams of data in the logical structure are Active Stream Format
14 (ASF) data streams.

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16 81. (new): The computer-readable storage medium as defined in Claim 53,
17 wherein:

18 the logical structure that encapsulates components further comprises a field for a
19 new media type for the streams of data stored in the packets; and

20 the new media type identifies a renderer to use to render data of new media type.

1 82. (new): The data processing system as defined in Claim 60, wherein the
2 logical structure includes a field for a maximum packet size and a field for a minimum
3 packet size.

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5 83. (new): The data processing system as defined in Claim 60, wherein the
6 multiple streams of data in the logical structure are Active Stream Format (ASF) data
7 streams.

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9 84. (new): The data processing system as defined in Claim 60, wherein the
10 logical structure includes a field for holding a value that specifies a maximum bit rate at
11 which the multiple streams of data may be rendered.

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13 85. (new): The data processing system as defined in Claim 61, wherein the
14 logical structure includes a field for a maximum packet size and a field for a minimum
15 packet size.

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18 86. (new): The data processing system as defined in Claim 61, wherein the
19 logical structure includes a field for holding a value that specifies a maximum bit rate at
20 which the multiple streams of data may be rendered.

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23 87. (new): The data processing system as defined in Claim 61, wherein the
24 logical structure includes a field for an identifier of a new media type for the data from
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1 said data streams incorporated in the packets and from which a renderer can be
2 determined to render the data of the new media type.

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4 88. (new): The method as defined in Claim 43, wherein:
5 the multiple streams of data in the logical structure are Active Stream Format
6 (ASF) data streams; and

7 the method further comprising:

8 including a field in the logical structure for holding a value that specifies a
9 maximum bit rate at which the multiple streams of data may be rendered at the
10 destination computer;

11 dynamically defining a new media type for a stream format of the multiple
12 streams of data;

13 storing in the logical structure an identifier of the new media type that
14 adopts the stream format; and

15 accessing, at the destination computer, the identifier of the new media type
16 to identify a renderer to use to render data of new media type.

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19 89. (new): The computer-readable storage medium as defined in Claim 53,
20 wherein:

21 the logical structure that encapsulates components further comprises:

22 a field for a maximum packet size and a field for a minimum
23 packet size; and

1 a field for a new media type for the streams of data stored in the
2 packets

3 the multiple streams of data in the logical structure are Active Stream
4 Format (ASF) data streams; and

5 the new media type identifies a renderer to use to render data of new media
6 type.

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